

A
CHALLENGE
FROM

THE
AUTHOR
TO THE
READER.

A
MYSTERY
IS...

YOU
KNOW
THAT,
RIGHT?



ARE
YOU
LOT!

THE ONES
CHALLENGED
BY BEATrice'S
PODLIES...

CHAPTER 18: THE SCRATCHMARKS OF THE BLACK CAT (3)





A PROBLEM IS
SOMETHING
YOU POSE
FOR IT TO BE
SOLVED! I BET
MISS BEATRICE
WILL BE SO
HAPPY!

YOU HAVE A
REASONING
READY FOR ALL
OF MISS BEATRICE'S
PROBLEMS AND
SQUADS.

IF YOU
SAY THAT
IT CAN
ALL BE
EXPLAINED
AS A
MYSTERY
THEN...



WELL THEN,
YOU MAY
CHOOSE THE
PROBLEM THAT
YOU WANT TO
ENTERTAIN US WITH.



GO ON
AND
EXPLAIN
IT WITH
HUMANS
AND
TRICKS!

THE
IDDLE
OF THE
COUNTLESS
MURDERS
THOUGHT
TO BE THE
WORK
OF A
WITCH!



OLANNO A. KNIFE

WILLARD
H. WRIGHT

WITH
THE
WEDGES
OF
MYSTERY
I WILL
TAKE
YOU
ON/DOWN!!



THEY
SHOULD
BE NO
SMALL
TASK
FOR
THEM.

ALL THOSE
WHO INSIST ON
A MYSTERY
ARE NOW
JUST LIKE
BATTLE-KUN
BEFORE, HAVING
TO EXPLAIN
ALL THE
RIDICLES WITH
HURRANS AND
TRICKS.

EVEN IF
YOU INSIST
ON
ANTI-FANTASY
IF YOU
HAVEN'T
PREPARED
A MYSTERY
SOLUTION
IT'S ALSO
LIKE SWING
IN TO THE
WITCH.

IT...
IT
HIT!

THE BLADE
OF MYSTERY
OF LADY
SEATRICE
HIT THEM!



SON,
SOMEONE
OUTSIDE
OF THE
UNRESPONDING
DRUCK ONTO
THE ISLAND
AND...



1ST GAME!
THE WITCH
WHO SAVED
THE
UMBRELLA
AND THE
LETTER TO
THE GIRL!!



1ST
GAME!

THE
APPEAR-
ANCE OF
THE
WITCH'S
LETTER IN
KIRBY'S
STORY



KNOX 1ST / IT IS
FORGOTTEN FOR
THE CULPOT TO BE
ANYONE NOT
MENTIONED IN
THE EARLY PART
OF THE STORY



IT'S SUFFICIENT
TO CLASH TO
BE A BITCH
WHEN HAVING
THE
UMBRELLA
AND LETTED
TO MAKE
WHO ACCORDS
WITCHES. //

KNOW
WITH !

THE...THERE
IS A DEVICE
TO MAKE
THE LETTER
APPEAR
THAT
ONLY THE
CULPRIT CAN
HANDLE...

IT IS FORBIDDEN
FOR UNKNOWN
CAUSES OF FURT
TO UNDERSTAND
SCIENTIFIC DEVICES
TO BE USED.



IT'S SUFFICIENT
IF THERE IS
AN ACCOMPLICE
IN THE STUDY, WHO
CAN PLACE AND
POINT TO
THE LETTER IN
A CONVENIENT
TIME WINDOW.



THE
PRESENCE
OF THE
WITCH
IN THE
KITCHEN
IS THE
SAME...

THEY ONLY
NEED TO
DECIDE
TOGETHER
WITH THE
ACCOMPLICES
IN ADVANCE INTO
WHAT DIRECTION
THEY HAVE TO
STAY AND TO
DENY AS IF
THEY WERE
SEEING
THE WITCH.



THE SOLEMN
BUTTERFLIES,
OBSERVED BY SO
MANY HUMANS!



HOW
ABOUT
HERE?

THAT
IS
GOOD!

THAT'S
HOW IT
GOES!



THE CLIPART USED THE
SCALES OF A
SPECIFIC TYPE
OF BUTTERFLY
THAT ONLY
LIVES ON
KOROMORUWA
TO COMMIT
THE MURD...

SO
BOBBY

NOH

Colby



THAT WAS
ALREADY
DENIED IN
THE 3RD
GAME.

THESE
FORE

WAN ONE
1ST! IT IS
FORBIDDEN
TO HAVE
A CRIME
WITHOUT ALL
CLUES
PRESENTED
APPLIES.

NO OTHER
LIFEFORM
OTHER THAN
HUMANS
HAS EVER
ANYTHING
TO DO WITH
THIS GAME.



WON DINE
WITH ?

REFUL.

WHATEVER
THEY HAVE
NO
CONNECTION
TO THE
CULPIT OF
DEATHING
AT
ANAKALLP

HEY
GOLDEN
BUTTER-
FLIES
EXACTLY
THEY ARE
JUST
HALLUCI-
NATIONS
OF MAD
PEOPLE
WISH
WISAKEM

THERE IS NO
NEED TO
INCLUDE
DEPICTIONS
THAT EXCEED
THE
NECESSARY
IN A STORY.

THERE ARE
RULES
FOR THE
APPEARANCE
OF THE
GOLDEN
BUTTERFLIES
ON THE
GAMEBOARD

IF COUNTLESS
PEOPLE KEEP
ON SEEING THE
SAME THING, THEN
THERE HAD TO
BE AN AIM IN
DETECTING IT
OVER AND
OVER AGAIN

THE CHAINED
LOCKED-ROOM
OF THE 1ST
GAME!

THE CLERGY
OPENED A
PASSAGE WHEN
HE COMPLETED
THE CRIME AND
THEN WELDED
IT SHUT ON HIS
IT SO IT
COULDN'T BE
FOUND WHEN
THEY INSPECTED
THE SCENE

THE CLERGY
AND BAPTISTS
WENT LEAVING
THE
LOCKED-ROOM
BY A
SECRET
PASSAGE

THE LOCKED-ROOM
MURDER IN THE
CHAPEL OF
THE 2ND GAME!

THE
LOCKED-ROOM
MURDER IN
KIDULT'S
ROOM
OF THE
2ND GAME!



**KNOX 8TH!
IT IS
FORBIDDEN
FOR THE
CASE TO BE
RESOLVED
WITH CLUES
THAT ARE NOT
PRESENTED!**

**KNOX 3RD!
IT IS
FORBIDDEN FOR
HIDDEN
PASSAGES
TO EXIST!**



**THE CHAPEL
IN THE 2ND
GAME WAS
NEVER LOCKED
IN THE FIRST
PLACE!**



NATSUHI'S ROOM IS AN ILLUSIONARY LOCKED-ROOM AS WELL. THE ACCOMPLICES JUST DECIDED TO SAY SO!

IT'S SUFFICIENT IN THE 1ST PLACE AS WELL. IF THEY JUST DECIDE TO TELL THAT THEY CUT THE CHAIN AND THAT IT WAS LOCKED WITH A CHAIN BEFORE!

IT'S SUFFICIENT IF THE PEOPLE WHO DISCOVERED THE FIRST TWILIGHT WERE ACCOMPLICES AND DECIDED ON SAYING THAT "THE CHAPEL WAS A LOCKED-ROOM!"



THE DOOR TO NATSUHI'S ROOM BEING LOCKED WAS VERIFIED BY BATTLE, WHO WAS THE DETECTIVE AT THAT POINT.

KNOW THH IT IS FORBIDDEN FOR THE DETECTIVE TO BE THE CULPIT WITHOUT BATTLE BEING AN ACCOMPLICE. NO AGREEMENT CAN HAPPEN.

NATSUHI'S ROOM WAS A LOCKED-ROOM!



THE 2ND BAWD
OF THE SERVANTS
ARE ACCOMPLISHED
THEN JESSICA'S
ROOM AND
THE SERVANT
ROOM CAN BE
LOCKED WITH A
HIDDEN KEY!

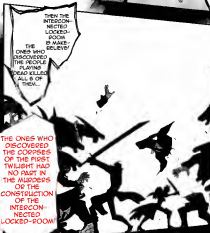
KANON WAS
ALIVE AND
COMMITTED
THE MURDER
IN THE
SERVANT ROOM!

KANON
DIED
TOGETHER
WITH
JESSICA IN
JESSICA'S
ROOM!

IT IS
IMPOSSIBLE
TO EXPLAIN ALL
OF MISS
BEATRICE'S
LOCKED-ROOMS
WITH SECRET
AGREEMENTS!



THE INTER-
CONNECTED
LOCKED-ROOM OF
THE 3RD GAME! THE
CULPRIT WAS AMONG
THOSE WHO
DISCOVERED
THE FIRST TWILIGHT
AND THEN
PRETENDED
AS IF THE PRODUCE
A KEY FROM THE
POCKET OF A
CORPSE
ON DISCOVERY,
THE KEY USED TO
LOCK THE LAST
LOCKED-ROOM!



THEN THE
INTERCON-
NECTED
LOCKED-
ROOM
IS MADE-
BELIEVE!

THE
ONES WHO
DISCOVERED
THE PEOPLE
PLAYING
DEAD KILLED
ALL 8 OF
THEM...

THE ONES WHO
DISCOVERED
THE CORPSES
OF THE FIRST
TWILIGHT HAD
NO PART IN
THE MURDERS
OR THE
CONSTRUCTION
OF THE
INTERCON-
NECTED
LOCKED-ROOM!

ALL THE KEYS
IN CONNECTION
TO THE INTER-
CONNECTED
LOCKED-
ROOM
ARE SEALED
WITHIN THE
INTERCON-
NECTED
LOCKED-ROOM
ITSELF!

THE PEOPLE
WHO
DISCOVERED
THE CORPSES
CANNOT
POSSESS ANY
MORE KEYS IN
CONNECTION
TO THE
LOCKED ROOM
THAN THOSE
THEY RETRIEVED
WHEN
DISCOVERING
THE CORPSES!!



THE
BLIND
JESSICA
WHO
MOVED
OVER
TO THE
PARLOR!

THE RESUR-
RECTION OF
SHANNON
AND KANON
IN THE 3RD
GAME!

SO
WHAT
REASON-
ING
ARE
YOU
GOING
TO
TELL ME
NEXT?

THE
KILLING
OF
NANJO!

HOW THE
HIDEOUTS
MOVED
AROUND
IN THE
4TH GAME!

THE
MURDER
IN THE
ORPHAN
HALL!

THE METHOD OF
KILLING IN EVERY
GAME, THE REASON FOR
THE DAMAGE ON THE
SCREEN AND THE WEAP-
ON USED THE METHOD
OF CONSTRUCTING
LOCKED-ROOMS,
THE ACCOMPLICES!

THE TRUE
CULPRIT AND
THEIR GOAL!!

THERE ARE
STILL SO
MANY
RIDDLES
SPUN BY
BEATRICE!

THE PHONE-
CALLS FROM
JESSICA AND
KYRIE, THE
KEY TO THE
GARDEN-
SHED
AND THE
STUNNED-UP
CORPSES!



YOU WHO
CARESTLY
TRIED TO
FACE UP TO
MISS
SEATRICE'S
CHALLENGE
WITH
SEASONING

COME
AT US
WITH ALL
YOU'VE
GOT!!









WHY
DOES SHE
FIGHT WITH
SUCH GLEE
IN HER EYES?

THEY ARE
JUST LIKE
LOST
BATTLE

AND AMONG
THEM ARE
OTHER MEN
OF WISDOM
WHO
PREFERRED
ANSWERS
FOR THE
MYSTERY
AND WON'T
FALL AT
ONE STRIKE



AN HONEST
LOSSING BATTLE
BETWEEN THEM,
UNCONSCIOUS
VICTORY OR LOSS,
IS THE HIGHEST
JOY AS A WEAPON
OF MYSTERY.

TO FACE
UP TO A
REASONING
WITH ALL
ONE'S
MIGHT,
FROM
SOMEBODY
WHO
POSSESSED
KNOWLEDGE
AND
IMAGINATION
LIKE LOST
BATTLE.



THE
COMMANDER
WAS MOST
HAPPY WHEN
SHE HAD
THE CHANCE
TO FIGHT
WITH BATTLE



I SUPPOSE
THAT THE
SAME
CAN BE
SAID FOR
LORD WRIGHT.

THAT MUST
BE MORE
THAN BLISS FOR
COMMANDER
OLANOR.

THE KILLING
OF NANJO
IN THE 3RD
GAME!

AMONG THE
VICTIMS THAT
WERE KILLED
BEFORE NANJO
WAS THE CULPRT
WHO PRETENDED
TO BE DEAD
AND THAT PERSON
KILLED NANJO.



**KNOX
1ST!**

**IT IS
FORBIDDEN
FOR THE
CULPRT TO
BE ANYONE
NOT
MENTIONED
IN THE EARLY
PART OF
THE STORY!!**

THEN THERE
IS A CULPRT
X WHO KILLED
ONE AMONG
THEM BEFORE
THE INCIDENT
AND THEN
ASSUMED
THEIR
IDENTITY...

IT'S
A CHAVE
BUT THE
ANSWER IS
CLEARLY
WRITTEN
IN THE
1ST GAME.

**KINZO,
KRAUSS,
NATSUHI,
HIDEYOSHI,
RUDOLPH, KYRIE,
ROSA, MARIA,
GEORGE, SONDA,
KUMASAWA,
GENJI,
SHANNON,
KANON ARE
DEAD BEFORE
NANJO WAS
KILLED!**





ALL THE MURDERS IN DEATHROW'S CASE ARE FALSE! NOBODY DIES AT ALL!



VAN DINE 13TH, IT IS FORBIDDEN FOR THERE TO BE MORE THAN ONE TRUE CULPIT.



VAN DINE 7TH, IT IS FORBIDDEN TO HAVE A CRIME WITHOUT A CORPSE.



A MYSTERY WITHOUT MURDER IS A PROPER MYSTERY AS WELL.



THE GREAT KNOX ACTUALLY FORGOT TO KILL OUT FIVE MURDERER.





WIN DINE'S SO
GLEN AND KENDY'S
DECALOMIE ARE
INEFFECTIVE...!!

MY
RED
GLADE

WHY...!!



THERE IS
NO NEED
FOR THE
MYSTERY
WITCHES.

ALL THE
DOODLES
CAN BE
SOLVED
WITH
JUST ONE
ANSWER...

DOES HE...
HAVE A
REASONING
THAT DOESN'T
CONFLICT WITH
EITHER KNOX OR
VAN DINE...?!





EVEN IF
THE MAN
THAT WAS
SUPPOSED TO UNDER-
STAND
DID NOT...

HOLDING ON
TO THAT
MIRACLE THAT
A PERSON
OF THE FUTURE
WOULD COME
THROUGH
ONE DAY

THE STORY
THAT IS A
GUIDE
TOWARDS
THE TRUE
CULPRIT WAS
TOSSED INTO
THE OCEAN BY
THAT PERSON

IF IT'S
CORRECT
I'LL
FORGIVE
YOU...

LET
ME
HEAR
YOUR
REASON-
ING...

HEH...

IF YOU WERE
REALLY ABLE TO
SOLVE ALL OF SEATRICE'S
ADDLERS WITHOUT
CONFLICTING
NEITHER VAN
DINE'S 30
RULES NOR
KING'S
DECALOGUE...

THAT MEANS
YOU ARRIVED
AT THAT
PERSON'S
VERY HEART

THAT PERSON
WISHED TO BE
UNDERSTOOD
BY SOMEONE



IF THE
AUTHOR'S
WISH WAS
FULFILLED THEN
IT WOULD BE A
FITTING END FOR
ME, WRIGHT
OF THE MYSTERY
WEDGES...

LET ME HEAR
IT, YOUR
MASTER
DEDUCTION....

UN-
NEEDS-
BABY...

WHAT?



SOMETHING
LIKE THIS IS
NO
ORTHODOX
MYSTERY

EVEN
THINKING
ABOUT IT
IS A WASTE
OF TIME.

NOT ONLY
BEATRICE'S
GAVE OUT ALL
OF THIS
IT'S FOOLISH
TO EVEN TRY
DEDUCING...

DEDUCTION IS
UNNECESSARY

I WON'T
ACCEPT
THIS AS A
MYSTERY...!!



THINGS LIKE
REALITY'S
MYSTERY
TODAY AGE
DELUSION,
ILLUSION, AN
OPPORTUNISTIC
FACE...

IT
DOESN'T
EVEN
DESERVE
EDUCATION...



GAA
AAAA

...
AAH
!!

KNOX'S
DECALOGUE,
WAN DINE'S 20
RULES, THEY'RE
UNNECESSARY
TOO...!!

THAT'S
WHY
IT'S
UNNECESSARY...





IT'S
OVER...!!

WILL
!!



THEN US
MYSTERY
WIGGLES
HAVE NO
CHANCE...!!

IF THE
MYSTERY
ITSELF IS
DENIED...



THIS IS
NO
MYSTERY

WORTHLESS.
WORTHLESS.
WORTHLESS.

DIE!
DIE!
DIE!
DIE!
DIE!

WORTH-
LESS

WORTH-
LESS



WII-
III-
II-
LL
!!

The background features a vibrant, anime-style illustration. It depicts several characters in dynamic, action-oriented poses. In the upper left, a character with long, flowing white hair and a blue and white outfit is shown. Below them, a character with long, flowing blonde hair and a blue and white outfit is visible. To the right, a character with long, flowing blonde hair and a blue and white outfit is shown. The overall color palette is dominated by reds, oranges, and yellows, suggesting a fiery or intense theme. The characters are rendered in a detailed, anime style with expressive features and flowing hair.

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